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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicants: Baerlocher, Anthony J., et al.  
Appl. No.: 09/934,003  
Conf. No.: 7783  
Filed: August 20, 2001  
Title: GAMING DEVICE HAVING PLAYER-SELECTABLE AWARD DIGITS  
AND AWARD MODIFICATION OPTIONS  
Art Unit: 3713  
Examiner: Jones, Scott E.  
Docket No.: 112300-722

Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

**AFFIDAVIT OF DARREN MAYA UNDER 37 C.F.R. § 1.131**

Sir:

I, Darren Maya, being duly sworn, hereby state:

1. I am employed by IGT as a video graphic artist for gaming devices.
2. I am one of the named inventors of the subject matter claimed in the above-identified patent application, I am generally familiar with the subject matter claimed in the above-identified patent application, and I am generally familiar with the inventions disclosed therein.
3. This invention was conceived on or before February 16, 2001.
4. An Invention Disclosure for this invention is attached as Exhibit A. This invention disclosure is dated February 16, 2001. This invention disclosure is unsigned but was sent by facsimile by the IGT Legal Department on March 23, 2001 as indicated on the bottom of the page.

5. Additionally, I produced certain graphics for the commercial application of the invention described in the above-identified application in the DEEP POCKETS gaming machine which was subsequently shown at the September 2001 gaming convention in Las Vegas, Nevada.

6. Specifically, I:

(a) produced the artwork for the DEEP POCKETS gaming machine shown in the attached Exhibit B at least as early as May 8, 2001, which included graphics identifying determining an amount of an award based on an order of numbers associated with an order a player selects positions for those numbers. The first page illustrates a first position selected by the player which is highlighted. The second page illustrates associating a three with the first position selected by the player. The third page illustrates a second position selected by the player which is highlighted. The fourth page illustrates associating a seven with the second position selected by the player. The fifth page illustrates associating a one with the remaining third position. The award provided to the player is, therefore, seven hundred thirty-one.

(b) used the Adobe Illustrator and PhotoShop software programs to create this artwork and to produce the file at the date and time set forth in the directory attached as Exhibit C, which includes the above mentioned artwork file, among other animation files:

<u>Name</u>	<u>Size</u>	<u>Type</u>	<u>Modified</u>
Deep Pockets Bonus	2,202kb	FLC File	5/8/2001 3:11 PM

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true, and further, I acknowledge that willful false statements and the like are punishable by fine or imprisonment, or both, under §1001 of Title 18 of the United States Code and may jeopardize the validity of the application or any patent issuing thereon.

FURTHER AFFIANT SAYETH NOT:

Signature



Name: Darren Maya

Date Signed

5-19-04

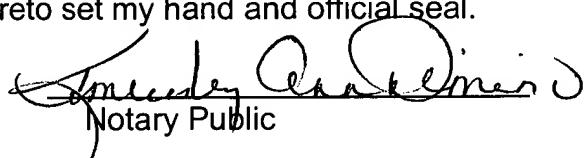
Address: 4591 VILLAGE GREEN PARKWAY  
RENO, NV 89509

State of Nevada )  
                    )  
County of Washoe )  
                    )  
                    ) SS.

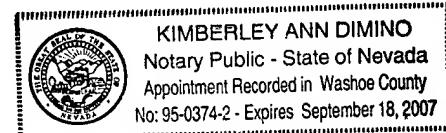
On this 19 day of May, 2004, before me, a notary public, in and for the aforementioned state and county, personally appeared the person whose name is subscribed to the foregoing instrument, and executed the foregoing instrument in my presence for the purpose contained therein, by signing his name hereto.

IN WITNESS WHEREOF, I hereto set my hand and official seal.

Date: 5-19-04

  
Notary Public

My Commission Expires: 9-18-2007



## Invention Disclosure

Title: Deep Pockets Bonus

Inventor: Anthony R. Focher, Carl Homick, Bob Silva, Darren Maya

Date of First Disclosure: 2/16/01

## Brief Description of Invention:

This is another bonus game that is activated by a predetermined event occurring in the primary game. When the bonus is activated, x number of kangaroos appear and the player is asked to select one. Upon selection of the kangaroo, a number y appears and this y number of joeys come out of the kangaroo.

The player is then asked to place these y joeys on one of the y locations, (See Figure) in the order that they desire. Once the joeys are placed, they reveal their numbers. The order of the numbers is the amount of bonus you receive. (See Figure) In alternate embodiment, one of the joeys could be a multiplier or another animal (and thus, it automatically reveals itself and is not part of the placement).

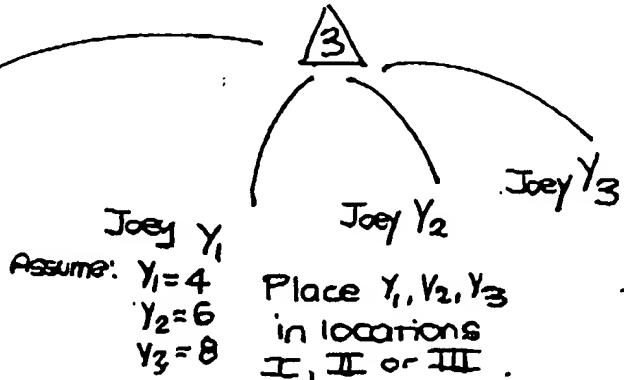
In another alternate embodiment, as the joeys are being placed or after they are revealed, a tazmanian devil appears and scrambles the numbers, thus changing the bonus amount. Or, after the numbers are revealed, the tazmanian devil appears and the player is given the option to scramble the numbers.

Kangaroos

Figure 1.



Pick one.



$$\frac{Y_2}{I} \quad \frac{Y_3}{II} \quad \frac{Y_1}{III}$$

Inventor Signature: \_\_\_\_\_

When revealed:

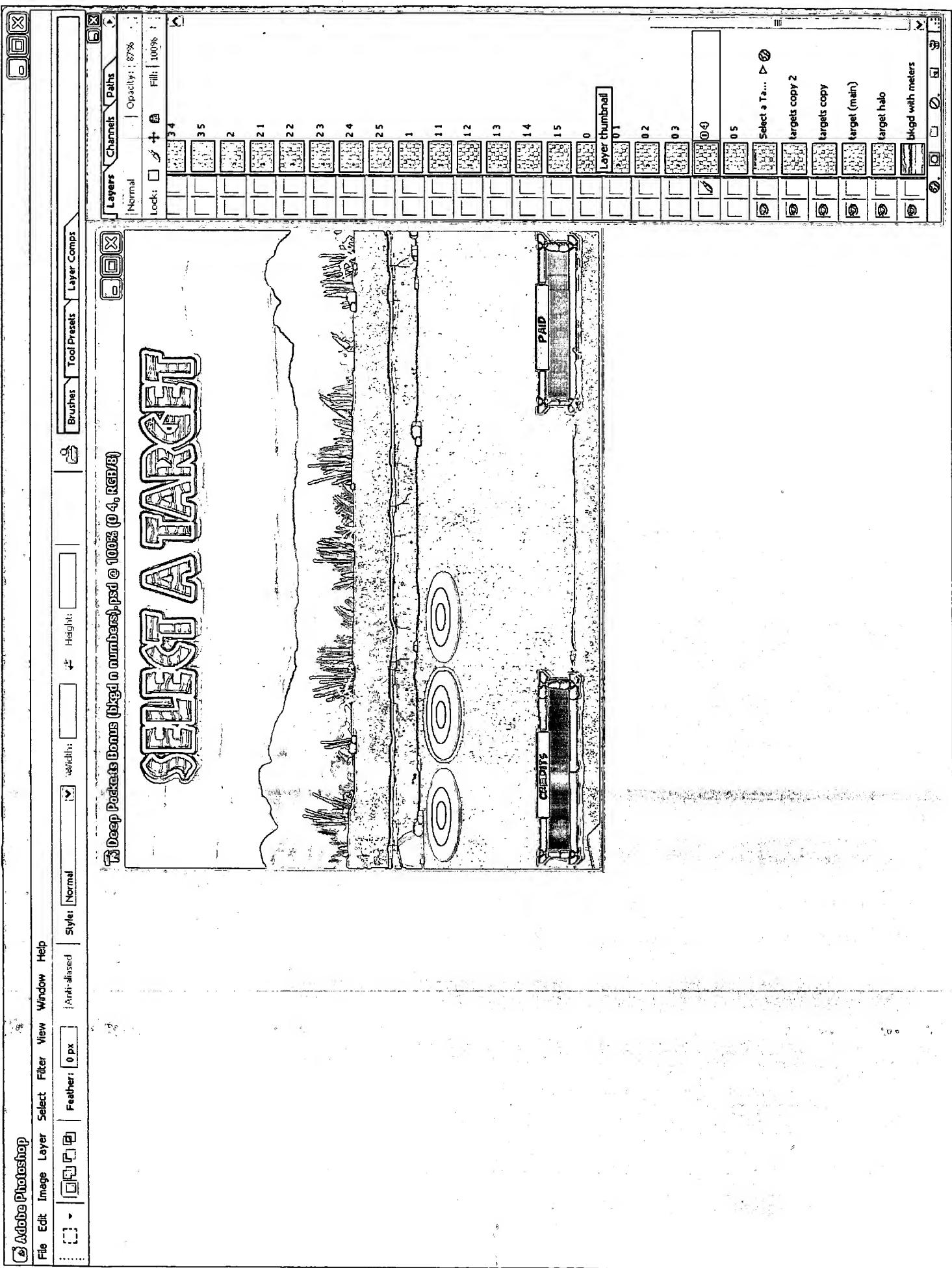
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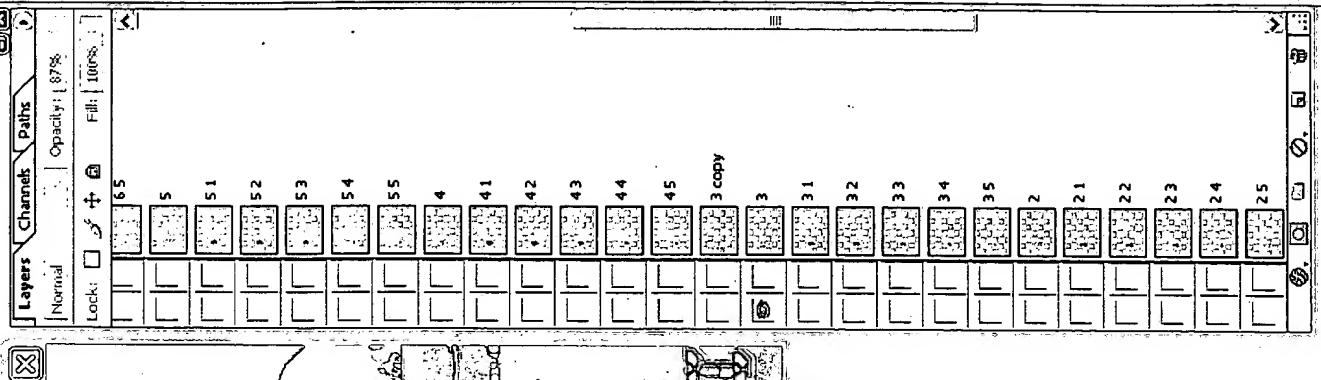
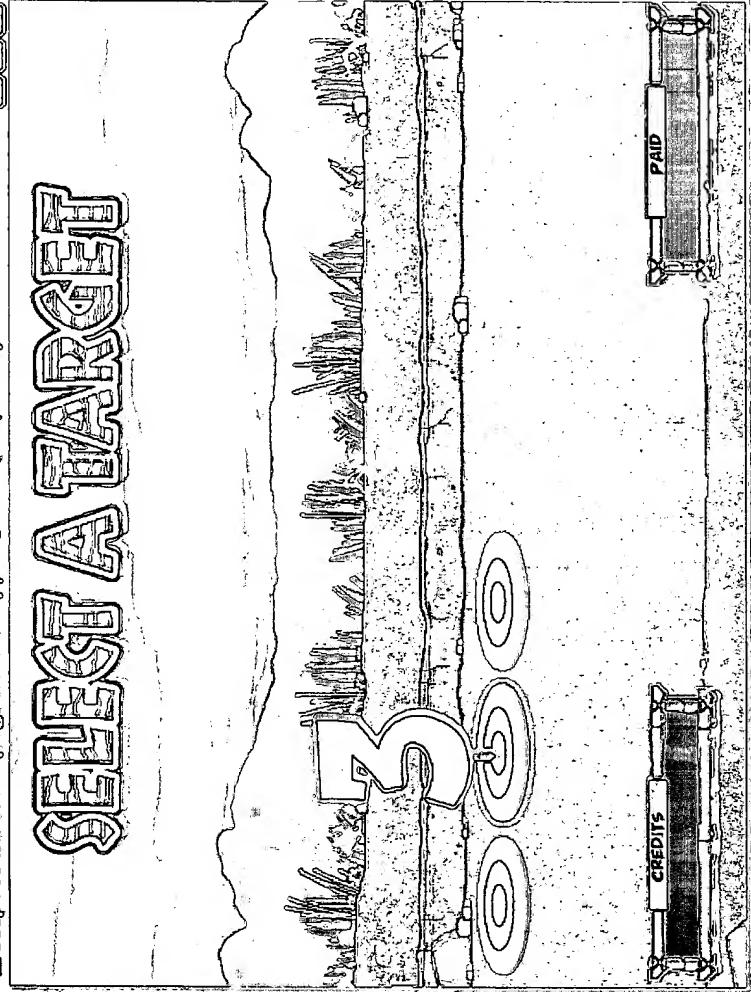
$$\frac{6}{I} \quad \frac{8}{II} \quad \frac{4}{III}$$

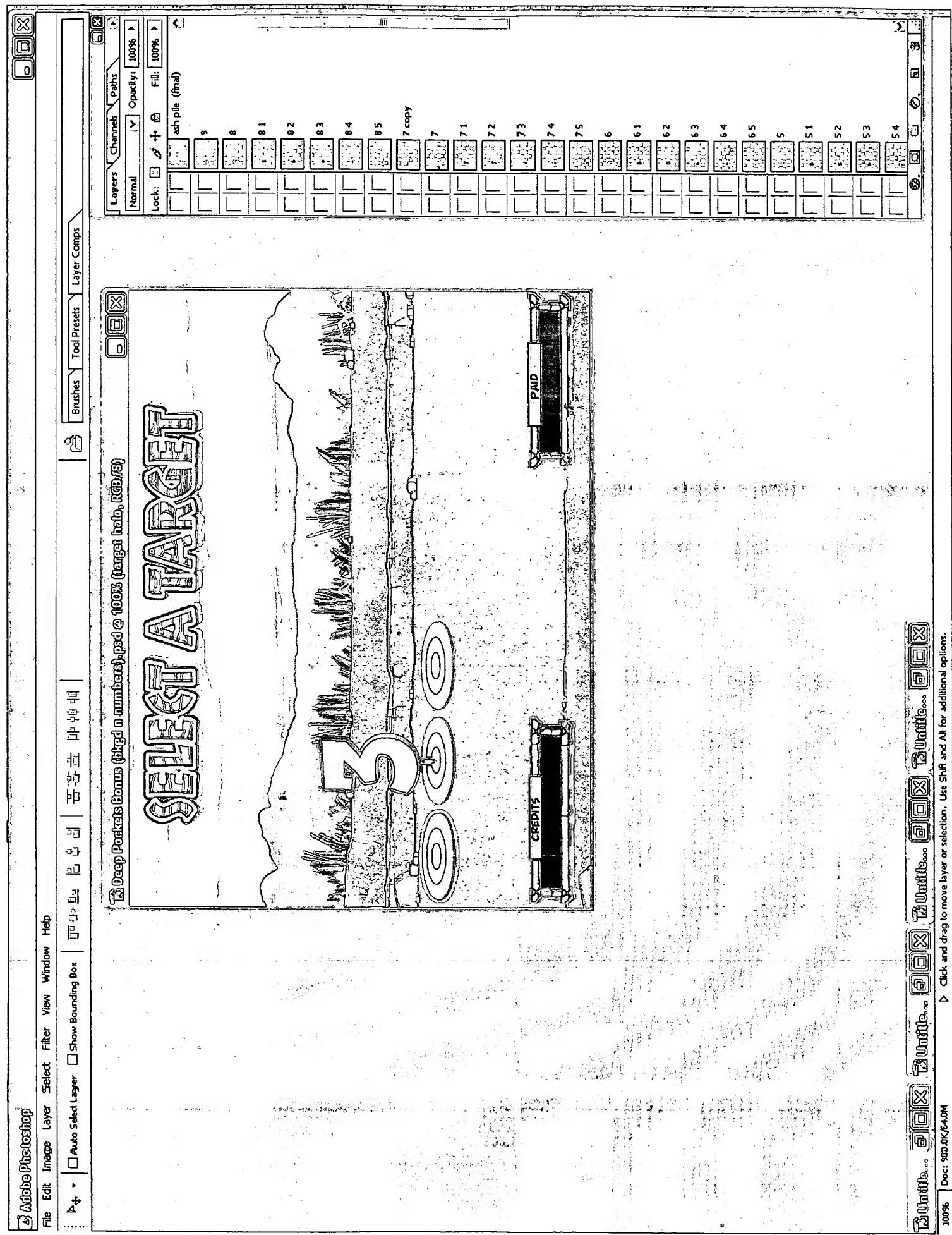
Witness: \_\_\_\_\_

Second Witness: \_\_\_\_\_

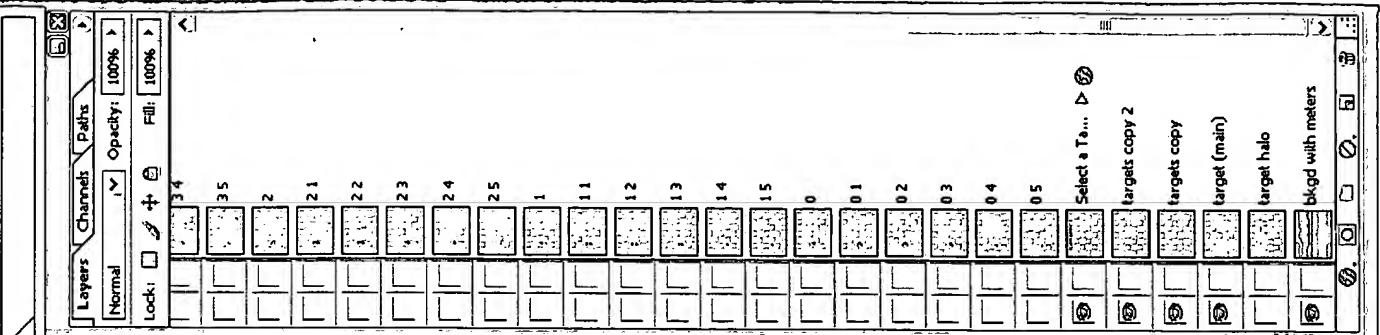
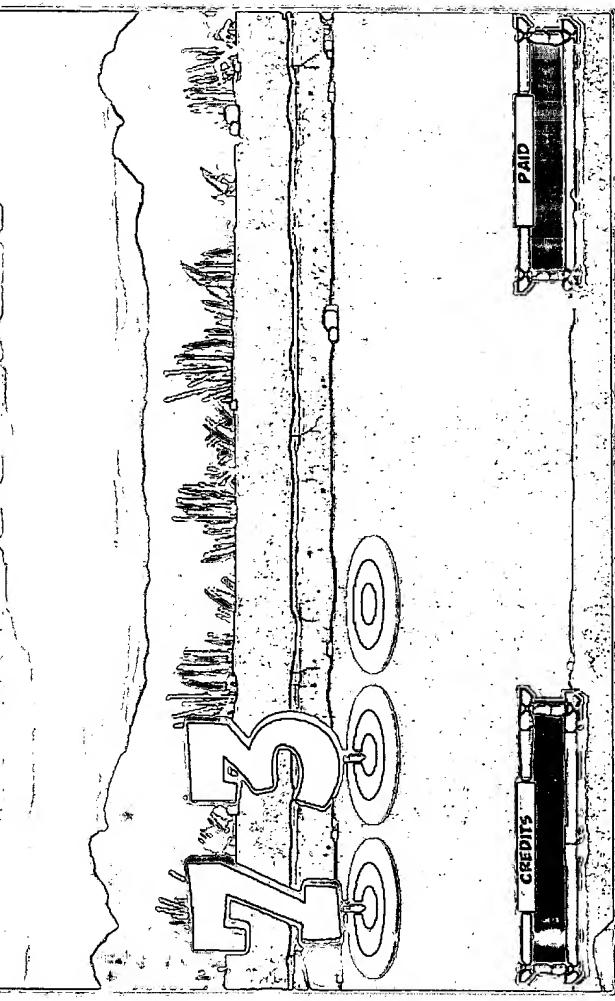
Bonus is  
 684 credits

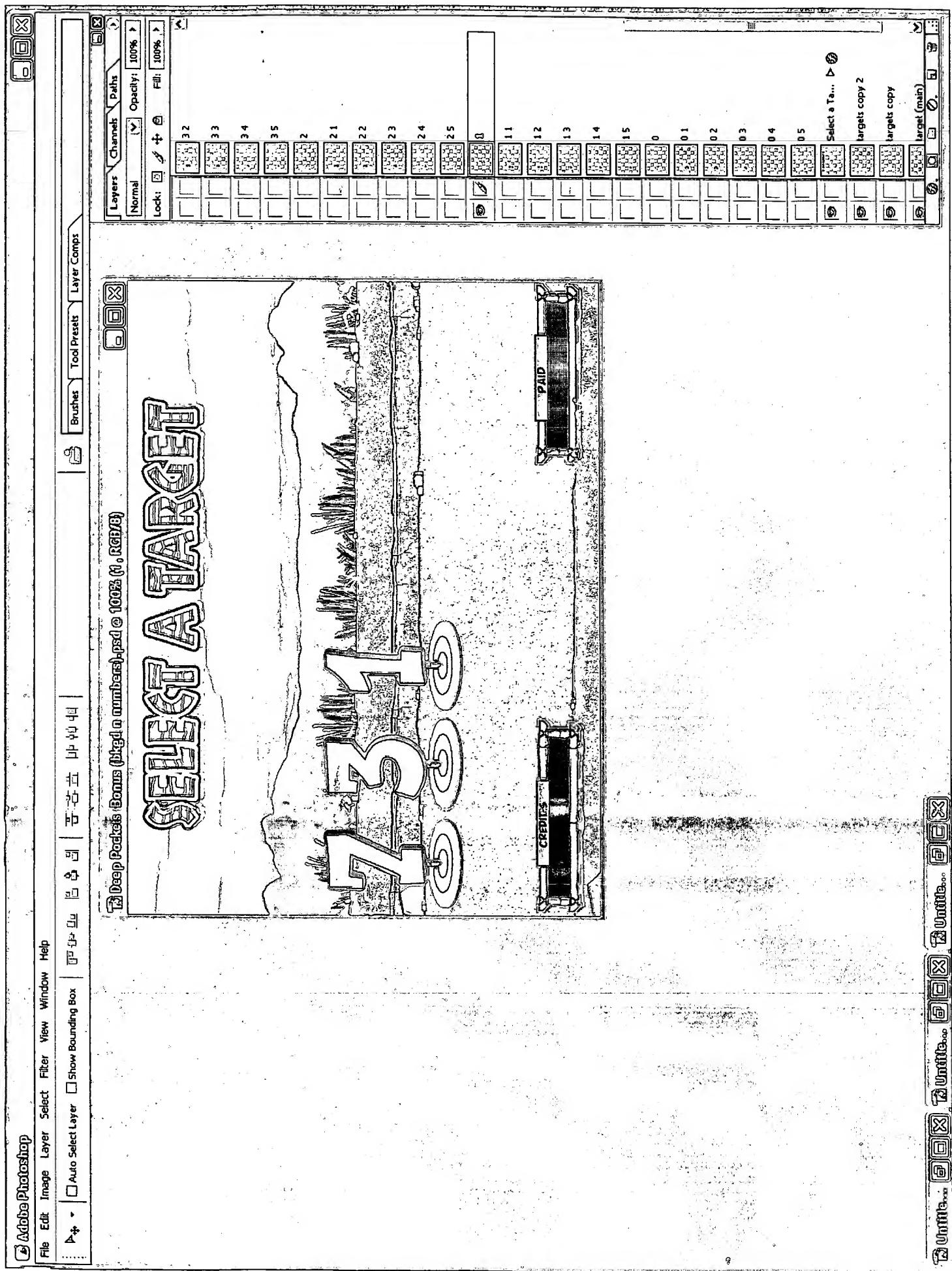


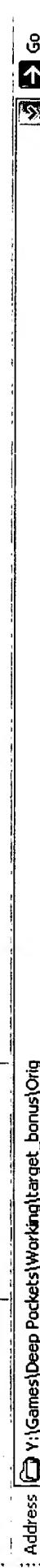




SELECT A TARGET







Name	Type	Size	Date Modified
attract dp bonus.psd	Adobe Photoshop I...	2,878 KB	12/20/2001 3:36 PM
attract outback font.psd	Adobe Photoshop I...	64 KB	12/14/2001 11:52 AM
attract screen basegame2.psd	Adobe Photoshop I...	3,230 KB	12/17/2001 9:59 AM
attract screen basegame.psd	Adobe Photoshop I...	1,668 KB	12/19/2001 7:41 PM
attract screen outback.psd	Adobe Photoshop I...	1,733 KB	1/14/2002 3:00 PM
Deep pockets (an-reel prompts).psd	Adobe Photoshop I...	1,661 KB	5/31/2001 2:08 PM
Deep Pockets Bonus (bgnd in numbers).psd	Adobe Photoshop I...	2,202 KB	5/8/2001 3:11 PM
Deep Pockets Bonus (bomb anim).psd	Adobe Photoshop I...	4,970 KB	5/11/2001 3:30 PM
Deep Pockets Bonus (boomerang pickup) FOR CARI.psd	Adobe Photoshop I...	2,248 KB	8/13/2001 10:45 AM
Deep Pockets Bonus (help and buttons).psd	Adobe Photoshop I...	2,654 KB	5/8/2001 1:46 PM
Deep Pockets Bonus (spinning numbers twking 2).psd	Adobe Photoshop I...	5,309 KB	8/7/2001 2:24 PM
DP Bonus (dropping da bomb).psd	Adobe Photoshop I...	4,709 KB	6/26/2001 9:52 AM
DP Bonus (idle).psd	Adobe Photoshop I...	2,420 KB	6/8/2001 5:02 PM
DP Bonus (pulling taz).psd	Adobe Photoshop I...	3,904 KB	6/20/2001 4:34 PM
DP Bonus (reaching in pouch).psd	Adobe Photoshop I...	2,964 KB	6/7/2001 5:25 AM
DP Bonus (throwing boomerang).psd	Adobe Photoshop I...	3,215 KB	6/29/2001 8:50 AM
DP Bonus (throwing target).psd	Adobe Photoshop I...	3,719 KB	6/7/2001 5:56 AM
DP Bonus (tossing motion).psd	Adobe Photoshop I...	2,868 KB	6/7/2001 6:01 AM
Kang Pouch Pull.psd	Adobe Photoshop I...	3,596 KB	8/3/2001 9:43 AM
MD3_Bonus (mult numbers).psd	Adobe Photoshop I...	1,291 KB	7/28/2003 1:25 PM
new win or modify.psd	Adobe Photoshop I...	1,439 KB	12/13/2001 3:32 PM
PROO & RABBIT.psd	Adobe Photoshop I...	3,604 KB	8/13/2001 4:54 PM
Roo_anvil.psd	Adobe Photoshop I...	3,081 KB	8/14/2001 2:24 PM
Roo_armadillo.psd	Adobe Photoshop I...	3,062 KB	8/14/2001 2:24 PM
Roo_bag.psd	Adobe Photoshop I...	3,102 KB	8/14/2001 2:24 PM
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Roo_horn.psd	Adobe Photoshop I...	2,982 KB	8/14/2001 2:23 PM
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Roo_sink.psd	Adobe Photoshop I...	3,634 KB	8/14/2001 2:22 PM
Roo_suitcase.psd	Adobe Photoshop I...	3,139 KB	8/14/2001 2:21 PM
Roo_tv.psd	Adobe Photoshop I...	2,886 KB	8/14/2001 2:20 PM

